

Visual Communication and Design – YEAR 11

UNIT 2 - Outcome 1: Technical drawing in context

TASK 3: PLANOMETRIC DRAWING

On a piece of A3 paper, draw the interior of the ice-cream parlour using planometric projection from the arrow A viewpoint. Begin with an HB or 2H pencil, then use fineliner and finish by rendering with the media of your choice. You will need to incorporate your logo into the shop and ensure the colour scheme is complementary. You can choose which materials are used for the floor and walls – tiles, plaster, corrugated iron, floorboards, polished concrete etc. Render all surfaces to represent the surface texture.

Double the measurements of the plan and use the scale 1:25 for the heights of the cabinetry and furniture. Eg. Door: $2000/25 = 80\text{mm}$ (8 cms)

Counters and benches – 900mm

Stools – 550 mm

Ice cream fridge – 900 mm

Walls – 3000 mm

Door – 2000 mm

Shelving – 2000 mm

Drink fridge – 2000 mm

